

THOMAS EDISON**19PTS**

COMMANDER, ENLIGHTENED, HUMAN, PHONIC, TAINTED

**THOMAS EDISON**

1 x

1



v3.04c

(HIGH FREQ) AURAL PROJECTORSSTUN, REFINED
BRUTAL ✘

	RNG	PRC	ROA
	15"	-3	2

(LOW FREQ) AURAL PROJECTORSTORRENT, REFINED
DISORDER ✘

	-	-2	2
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IONIC PISTOLCLOSE WORK
SHOCK ✘

	10"	-1	1
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BIONIC ARMREFINED
BRUTAL ✘

	-	0	1
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

REPAIR: Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

SHIELD AURA: SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

